

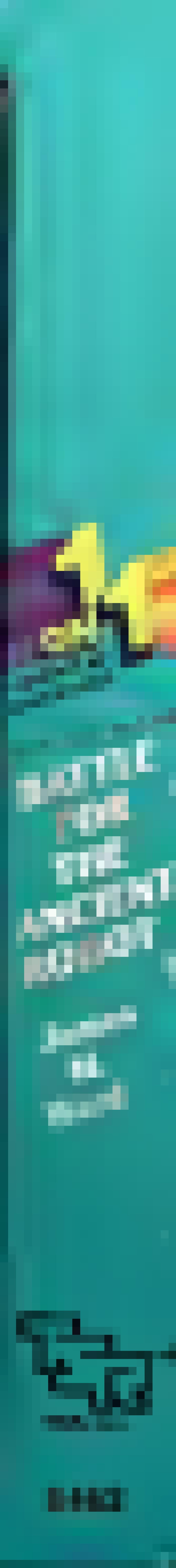
BATTLE FOR THE ANCIENT ROADS

A large, stylized graphic of the word "GO" in yellow and green, overlaid on a background of colorful, blurred shapes.

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The *Journal* is issued
quarterly.





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BATTLE FOR THE ANCIENT ROBOT

Book 11



YOU ARE
MIKAEL



Eddies Greatest Star Pilot

The Amazing Mission Continues



COMBAT
TABLE

Defender

Attacker																																																																																																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Attacker's die rolling available for page 10.

Defender

If the Attacker is armed, the Defender rolls defender dice every 10' of distance between the attacker's target.

If the Attacker is unarmed, the Defender rolls defender dice every 5' of distance between the attacker's target.

If the Attacker has a shield, the Defender rolls defender dice at the end of the shield.

on 1

BATTLE FOR THE ANCIENT ROBOT

James H. Ward

YOU ARE
E-BEN



Attack Robot
from the Future City



COMBAT TABLE

Defenders

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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Continued from previous section on page 12.

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Continued from previous section on page 14.

Continued from previous section on page 15.

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A NEW KIND OF GAME

There are two books for the player. One of you becomes Doctor in Spacetime Doctor. The other becomes the spaceman with the past Doctor. The book you are assigned has dangerous time travel to power for parts of the Past Doctor from many dimensions scattered throughout space.

You each have a star ship. You know where the Past Doctor parts you became. But even before you leave your ship to the last showdown, you encounter strange alien races that will either help you in your quest—or drive you out of the ship! Other separated from the past at all times and monsters you fight, just as you like them all! What's more? It's *flexible*. At every decision control makes new weapon banks.

It is a multi-layered game and each gives to you who you were up until the final parts for the Past Doctor. Each part is unique. The more parts you collect, the better your chances for victory are of life and...

Everything you need to play is provided. Two books, map, Game Box, Character Books. We also request all participants to bring along one personal

PLAY ANYTIME ANYWHERE!
PLAY MANY TIMES!
THE GAME IS ALWAYS DIFFERENT!

Good luck to you PAST! You will succeed because...

...you're the best
...you're the best
...you're the best
...you're the best
...you're the best

...you're the best
...you're the best
...you're the best

...you're the best

...you're the best

